

# BOMBERMAN

Monsters with a **RED** banner are bosses, dangerous guardians of the gates at the end of each land. Monsters with a **GREEN** banner are the "Fanatic Four". These are monsters that can appear in all stages – either initially, or when a collectable bonus item is accidentally destroyed by an explosion. Monsters with a **BLUE** banner are minions seen throughout the game levels.

Stats key:

**9** Firepower  
**9** Intelligence

**9** Armour  
**9** Speed



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**1 LORD BOMBER**



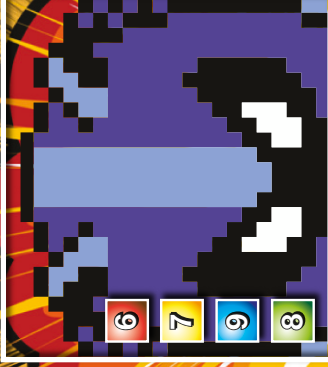
The Evil Ruler himself, with no choice but to meet you in single combat. Be aware that he can plant as many bombs as he wants, but will slow down for a rest from time-to-time. Defeating him will put an end to his reign and free every victim of his rule, liberating the Bomberland.

**2 TANK**



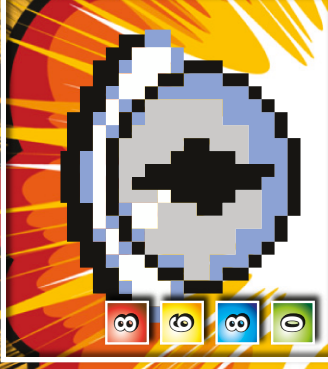
Lord Bomber knows that you have approached so far to take him down, he will cowardly climb into the bowels of the TANK in the attempt to destroy you permanently. Just like Big Bonzo, the TANK is an ultimate flying machine with superb bombing skills. But it is also a lot faster and shoots much more accurately.

**3 BIG BONZO**



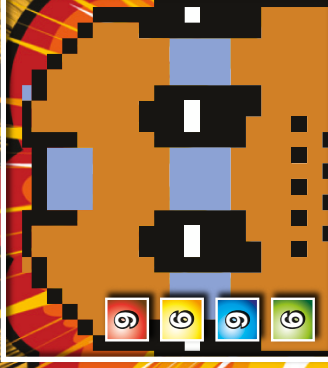
He is the star pupil of Lord B, with the perfect abilities to fly anywhere he wants. His favorite passion is to crush his enemies to a pulp, with the ability to fly straight at your current position. Use your bombs to take him out, but look out as he can throw his own bombs more skillfully than Frosty Eye.

**4 FROSTY EYE**



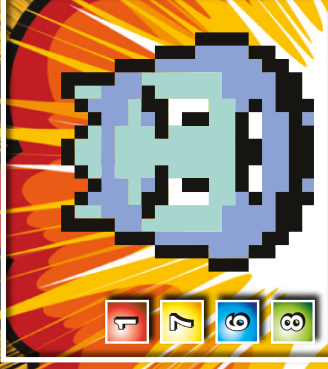
Half machine, half-creature, FROSTY EYE is a static guard equipped with two guns, but fortunately can not manipulate them. He is also able to throw bombs from long-distance and towards your position without the slightest difficulty. Frosty Eye is enclosed on all sides with rocks, but his gunports are vulnerable.

**5 BURNER**



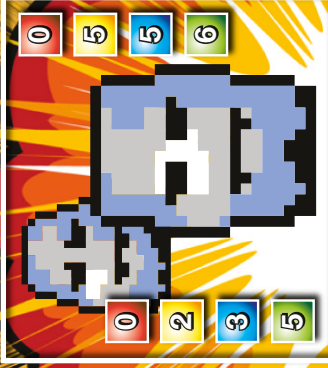
BURNER is the guardian of the last stage before the snow-lands. He can spit deadly fire and burn walls of the corridors with enormous power. It is a machine that goes around empty corridors and crushes everything in its path. Not fast, it is however very heavily armoured.

**6 BLUE DRAGON**



This is the guardian of the swamp stage. Escorted by two WITCHES, it can rush around dodging planted bombs. It contains an abdomen with a deadly tail. In order to kill this guardian, target its head when planting bombs.

**7 CLONER**



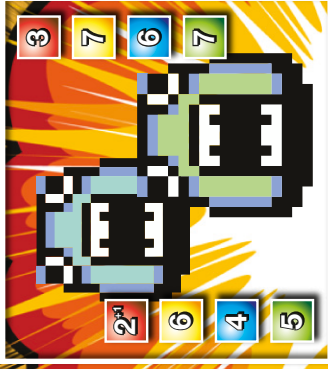
Guardian of the gates in the first land, the lowest in the hierarchy of elite guards. It is the least aggressive with an average speed, but has the ability to clone itself as a CLONER CHILD. You must bomb CLONER many times in order to kill it, before it creates new replicas.

**8 HUNTER**



Attacks you on sight. Initially unable to fly, but in the later stages a more dangerous version called a LUCIFER makes an appearance. These are very fast and can fly over bombs, so caution is advised.

**9 EATER**



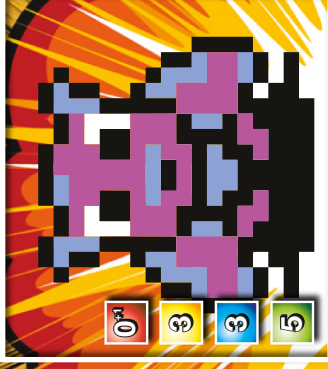
Although this creature can not fly over bricks, it has the ability to eat your bombs. They typically move at an average speed, but can speed up when they see a bomb to swallow. In the later stages, you will come across a MEGAEATER. These are faster and more dangerous, with the ability to fly.

**10 WITCH**




She can fly like a GARGOYLE, but is faster and trickier to kill. In the later stages, beware of a more serious version called a MASTERWITCH. They are faster, more aggressive and can fly over bombs.

**11 GARGOYLE**




This is a creature that can fly over destructible bricks. They are quick and like to change direction of flight, so they are risky to kill. This is the weakest of the "Fanatic Four" monsters.

**12 ROBOMB**



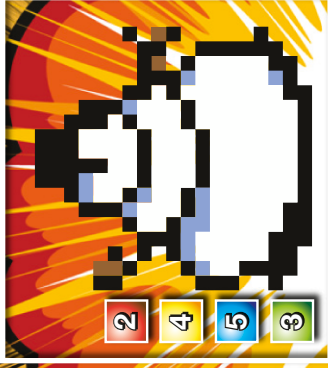
These are extraordinary inventions of Lord B and his bodyguards. These robots are a fighting player silhouette with speed. They are aggressive and can plant their own bombs when they "feel" threatened. They first appear in the laboratory stages, but there will be many more of these the closer you get to Lord B.

**13 TIME GUARDIAN**



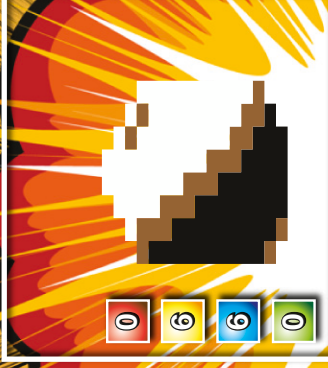
Their main task is to perform the execution for not completing the stage in the allotted time. They are usually a group of very dangerous and aggressive enemies that overcome all obstacles. In the last stages you will come across a more dangerous type of TIME GUARDIAN, known as a GUARDBOSS.

**14 JACK FROST**




This is the soldier of the snow stages. They are not very fast, but with its capacious belly, they can approach a planted bomb and swallow it.

**15 ROCK**



Occurs only in the rock stages and is the most dangerous, due to its camouflage ability to look like other rocks. They are motionless until you appear somewhere in their path and, without hesitation, will jump down your throat. Keep your eyes peeled for these sneaky rocks.

**16 BARREL**



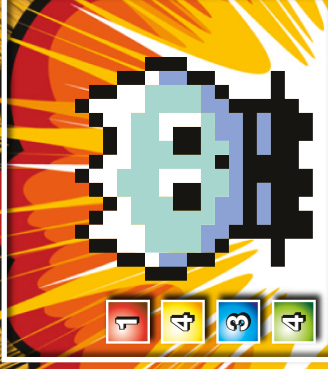
They first appear in the areas of rock. In its original form, they do not pose a high threat and are terribly slow, with occasions of resting. But BARREL has a "second life", as they will open up into a monster after being detonated by a bomb. This mystery monster is one of those from the "Fanatic Four".

**17 CROC**



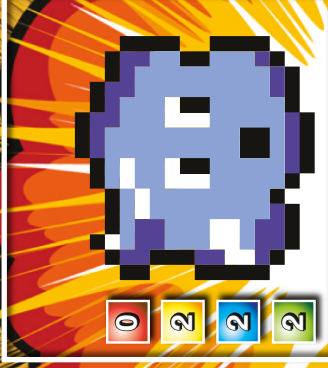
A natural creature in the wetland stages. They are generally very slow in movement, but do not get too close to them. They see you as prey and will suddenly come to snap you in half, very quickly.

**18 IMP**



Skittish creatures, which you will meet in the early stages of the swamps. They are not very dangerous but do have the ability to panic whenever they see a bomb, speeding up and running away from them.

**19 MRS. PLASMA**




This is a creature that can fly over destructible bricks, as well as slowly traversing the sites. Although they are easy to kill, watch your back when you approach them near bricks.

**20 SHAPER**



These change their shape and are slightly faster than a JUMPER, but are still an easy target. In the snow stage, you will find a white appearance of this enemy called a SHAPE WHITE. These are faster, but still not very smart.

**21 JUMPER**



These are very weak enemies and are easy to kill. The small jumps are slow and predictable.